

RULES FOR LINGLESTOWN PAINTBALL SCENARIO GAMES

Eliminations:

Eliminations in scenario games are treated the same way as in regular recball:

- 1) Hits are the size of a dime or larger
- 2) Gun hits do NOT count
- 3) Spray or Splatter from a gun hit, tree, and other obstacle doesn't count as a hit

When Hit:

- 1) Announce the hit by calling "Hit" or "Out"
- 2) Put your Barrel Plug in or your Barrel Cover over your barrel
- 3) Raise your arms over your head and make your way to a safe zone
- 4) Repeat you're "Hit" or "Out" call until you make get to the safe zone

Hit players are NOT allowed to pass information of any kind on to "live" players.

In addition players have the option of using the Medic option (see rules for Medics).

Player reinsertion:

When players are eliminated, they must report to a designated safe zone, a whistle will sound at every 15 min increments. Players may then return to the game **together**. Reinsertion will take place from the safe areas and all returning players must return to the base they started the game from. Reinserting yourself at any other location on the field is against the rules. Players who violate this rule will be asked to leave.

Medic Option:

Each team has 5 Medics; they will have red crosses on the arm bands and on his/her player I.D. card and will be issued a bag of tokens. The Medic CAN NOT be healed so when he/she is hit, they must call themselves "OUT" and exit the field. When a Medic is eliminated that player will become a regular player and must turn in his/her Red Cross arm band and tokens. There will be no replacement for eliminated medics so protect them well!

When hit, the player must choose to exit the field or call for the "Medic."

Players using the "Medic" option must:

- 1) Call themselves out
- 2) Put their Barrel Plug in or their Barrel Cover on
- 3) Call for the Medic
- 4) Wait for a Medic to arrive and "Heal" you Players can NOT wander the field

looking for a Medic.

MEDICS Cont.

Medics can heal anything but a "Head" shot. (Any shot that broke on either the players head or any portion of their mask.)

To "Heal" a wounded player, the medic must hand that player a token. After the token has been passed the "wounded" player may return to play.

Mask Ruling:

Players who violate the field mask rules will have their Player I.D. badge punched. A player with two mask violation hole punches will NOT be allowed back onto the playing field NO REFUNDS.

Chronograph Ruling:

The field speed limit is 280 Feet Per Second. Any player with their own marker or markers must have those markers chronographed 280 feet per second or less before taking them onto the playing field. Each marker will be tagged showing that it has been checked. Game Officials will be spot-checking velocities on the field. If you are found shooting over 280 FPS, you will be asked to return to RE-CHRONOGRAPH your marker. If you are found shooting over 300 FPS will have their Player I.D. badge punched. A player with two Chronograph violations will NOT be allowed back onto the playing field NO REFUNDS
NOTE: Any player who shoots higher than 320 Feet Per Second on the playing field will be ejected immediately NO REFUNDS.

Prohibited Items:

- 1) Tools of any kind
- 2) Tools that can change or affect a paintball markers velocity (Feet Per Second)
- 3) Fully Automatic paintball markers (Markers with a reactive trigger must be set at the lowest possible setting)
- 4) Tools such as wire cutters, knives, lock picks, key locking padlocks, combination locks or laser pointers
- 5) Masks that have been altered by having the ear or mouth protection removed or modified.

Demolition Expert:

Each team will have a number of Demolitions Experts. They can be identified

by the special I.D. worn around their necks, and by the shoulder bag marked

Demolition Cont.

"DEMO". When a structure needs to be destroyed, it is up to the Demolitions Expert to do it. D.E.'s must place their explosives bag, or themselves and their bag on/in the structure to be destroyed. (bags must not be thrown!) The D.E. must have a mission, the proper explosives bag, and a referee to witness the mission. The referee will remove the used explosives from play.

Engineers:

Each team will have a number of Engineers. They can be identified by the special I.D. worn around their necks, and by the shoulder bag marked "ENG". When a structure needs to be rebuilt, it is up to the Engineer to do it. Eng.'s must place their equipment bag, or themselves and their bag on/in the structure to be rebuilt. (bags must not be thrown!) The Eng.'s must have a mission, the proper equipment, and a referee to witness the mission. The referee will remove the used equipment card from play.

Snipers:

Each team will be issued sniper missions throughout the game. These missions will target specific members of the opposing team. A limited number of different color paintballs will be issued with the mission. If a sniper team is able to eliminate the selected player, with that paint, the sniper team's side will receive bonus points and another mission will be issued to that side.

Spies:

Each team will generally have one or more spies who can be inserted into the opposition's team. It is up to the team leadership to ferret out and eliminate these spies, while it will be the spies' job to gather information and report back to their base. Any spy who has **BLOWN** their cover and been identified as such by the opposition **MUST** hand over their fake identification card and arm band from the opposing team.

PLAYING TIPS FOR SPIES:

First, your most valuable skill as a spy is being covert, unnoticed - a fly on the wall - not attracting attention to yourself. Yet, as you try and infiltrate a base and the command structure, you begin to fly closer to the flame and stand a better chance of getting burned (put in the open or busted).

Second, two of the most valuable assets that you have as a spy are the ability to do the following:

BUSTING MISSIONS:

1. Lead your mission team into an ambush.
2. Lead the group going out on the mission to an area other than what is called for on the mission
3. Perform a different type of mission. Say the assigned mission is to "set up a listening post at area XYZ." Go to area XYZ and then assault the heck out of the place. Instance 2: you go out to "rebuild a bridge," but instead, you destroy it.

GATHERING INTELLIGENCE:

How helpful is it? Incredibly so.

1. Reporting outgoing missions to your commander is of great importance. You can sit on the outskirts of the enemy base and report to your commander where missions are headed and troop strength.
2. Is your team mounting an attack on the base? Are there 100 players in base at the time? Would this be a bad idea at the moment? Might it be better to inform your commander when only 5 or 10 players are in base, when a raid would be more likely to succeed?
3. Having radio com with your real commander or XO is a big help. Real time intel is the best intelligence there is.

NOTE: Any time you're dead or eliminated, **YOU'RE DEAD.** Shut up at this point; zip the lip. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Dead men don't talk, period!!! Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, you are no longer a spy.

HOW TO ACQUIRE ENEMY ARM BANDS LEGALLY:

You must be taped up by a player on the team whose arm band you're trying to get. You cannot pick up a band off the ground or get it from any other source other than at the team's base.

Example: Player 1: Comes into the opposition's base without ABT

Player 2: "Let me see your ID card!"

Player 1: "Hey buddy, I lost it, but it's ok. I'm on your side, you know me, I'm cool."

Player 2: "Oh, ok" (P2 then tapes up P1's arm)

Player 1: Thinking to himself: "That was way too easy. I'm on the other team. Well, now I can't blow up the command bunker, but I can lead missions astray and gather intel and report it to my commander. I can still do a lot of damage to this team; just have to do it the smart way. They really should have checked my card."

BUSTING THE SPY:

If you are **ACCURATELY** accused/made as a "spy" character by the command/security of the opposing team (by using a second character card, OR are observed being "paid" by the other team to spy for them), you must immediately and without argument turn over the second character card and/or the arm band tape you used to infiltrate the base with - no matter what color it is - upon being **ACCURATELY** "made." You must then be re-taped by your actual team upon next re-insertion to your own base.

The bust has to be made on **FACTS**. The security forces cannot just accuse everyone as they walk into the base - i.e. they cannot play a hunt-and-peck type of "accuse the spy" until they find one. They must have verifiable information before they can accuse a spy.

EXAMPLE:

Base 1 Security: "You are a spy! Take the hit and produce your true character card! We have verifiable information that you were reporting intelligence to the enemy commander."

Spy: "Oh MAN! Busted!" (Produces both character cards - one from each team - and covers his barrel).

Base 1 Security: Taking THIS team's character card and removes arm band tape from Spy. "Ref! This player has been made as a spy and is being removed from our base. Please advise Command Central you now possess his bogus character card and assist this player off-field."

OR

Base 1 Security: "You are a spy! You have been observed receiving payment from the enemy! Take the hit and produce your true character card."

Spy: (Hangs head because he was not covert enough; does not have another character card OR "personal mission" card as he was working for himself; covers his barrel and keeps his mouth shut).

Base 1 Security: (removes arm band tape from spy). "Ref! This player has been made as a spy and is being removed from our base. Please advise Command Central and assist this player off-field."

Officers:

Generals, and executive officers, are chosen for their ability to lead players in this exciting activity. They are experienced players, with a knowledge of our field. If your General falls in combat, 10 points are awarded to the other side. If your X.O. falls, 5 points are awarded to the other side.

Points:

Each mission will be assigned a point value depending on the complexity, risk, and amount of personnel needed to complete. The points value will be relayed to the team commander when the mission is assigned. The points will be awarded to a team ONLY if the requirements of the mission are successfully completed. (all or nothing)

Additional points will be awarded to a team for capturing and holding the other teams base on a one point for each five min. increments that the opposing team's command post is held. **The overall point total at the end of the day will determine which team won the war.**

Locals, villagers, and terrorists:

While playing you may come across "locals" These can be a valuable asset or a terrible enemy to you and your team. At any time, the locals can be contacted and deals can be made with them for help, information, diversions, ect. But remember that you are invading into their country so they might not be very happy to see you. Never forget that "The Villager you piss off today might be the one shooting at you tomorrow!!". There is also a possibility of fanatical locals who take their actions to the extreme and perform terrorist activities. If at any time these "terrorists" cause the elimination of a team's General or Executive Officer, the points for that elimination will go to the opposing team, so guard them well!

General Linglestown Paintball Rules:

1. Masks must be worn at all times on the playing field, chronograph area, while entering/exiting the field. Mask violations result in a 30 minute sitdown, 2 nd violation results in ejection for the day.

2. Barrel plug or barrel sock/condom must be used at all times in the staging area.

Do not remove them until instructed to do so.

3. When hit, players must yell HIT/OUT as loudly as possible and raise the marker

and arms into the air. Players must insert their barrel plug or cover the barrel with

the barrel sock/condom.

4. Refs will call any hit the size of a dime or larger as a valid hit.

5. After calling HIT/OUT players must report to the staging area or other area designated by the referee.

6. When hit, players are not allowed to coach or point out opponents to their teammates.

7. **DEAD MEN DON'T TALK, THEY WALK!!**

8. Players can call for a paintcheck on themselves by yelling PAINTCHECK repeatedly.

9. When a ref checks a player opposing players must not shoot or advance on that

player until the ref instructs you to do so.

10. Players must look down the length of the gun to shoot. **NO BLIND FIRING ALLOWED.**

11. Hits from a paint grenade or land mine counts, no matter how small. When a

paint grenade is tossed in to a building, often all players are called out!!

12. Players caught cheating or wiping off paint hits will be ejected from the facility.

13. Players will not be allowed to verbally abuse, or threaten any other players.

No

physical contact is allowed. Violence of any kind will result in ejection or arrest.

14. Players must not shoot at wildlife, spectators or referees.

15. Players are not allowed to carry rental guns into the parking lot. Rental equipment must remain in the staging area or the on the field.

16. Self equipped players must keep their gun in a bag while in the parking lot.

17. Players failing to leave after a HIT/OUT or entering the game without authorization will be ejected from the facility

18. Players must stay inside the field boundary tape. All play and all shots must stay inside the boundaries.

19. Hand held radios or head sets are not allowed on the field unless cleared by the ref staff.

20. **Lingelstown Paintball Scenarios are: OUR PAINT ONLY** Violations will result in immediate ejection from the facility.

21. Tools, knives or weapons of any kind are not allowed on the field.

22. We are not responsible for lost or stolen property. **WATCH YOUR STUFF AT**

ALL TIMES!!

23. **HELP US KEEP THE COSTS DOWN – USE THE TRASH CANS AND DUMPSTER!!**

24. Maximum velocity allowed on the field is 280 fps. As dictated by our insurance carrier. All self equipped players must pass the chronograph. Players shooting over 320 fps will be ejected from the facility.

25. Refusal to chronograph a gun will prevent entry to the field. Refusal to allow a referee or staff member to shoot your gun will result in ejection. Velocity adjusting tools are not allowed on the field at any time. Violations will result in immediate ejection from the facility.

26. Player will not discharge or display any gun in the parking lot.

27. **NO FULL AUTO, SELECT FIRE or MULTIPLE BURST GUNS ALLOWED.** Insurance dictates all markers must operate with one shot per trigger pull.

28. Referee decisions are final, good call or bad. Questions should be saved for after the game. Once a call is made – it stands.

29. **NO FOUL LANGUAGE OR ETHNIC SLURS ALLOWED. RESPECT YOUR FELLOW PLAYERS.**

30. **THE OWNERS AND THE STAFF RESERVE THE RIGHT TO DENY ACCESS TO ANY PLAYER, AT ANY TIME, FOR ANY REASON.**